

GAME BOY ADVANCE

AGB-B3UE-USA



# Yahtzee™

*The classic shake, score  
& shout dice game!*



**3 GAME  
PACK!**



**INSTRUCTION BOOKLET**

**DSI  
GAMES**



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO<sup>®</sup> HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions  
Altered vision

Eye or muscle twitching  
Involuntary movements

Loss of awareness  
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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## **INTRODUCTION**

Welcome to the world of Hasbro™! These three classic games -YAHTZEE™,THE GAME OF LIFE®, and PAYDAY™ - are for fans of the classics board games and also for new players. Enjoy these three titles that have been faithfully recreated on the Game Boy® Advance!

## **GETTING STARTED**

Correctly insert the Game Pak into your Game Boy® Advance system. Switch on the system. After the licensing information and company logos, press START to choose the game you want to play.

**WARNING :** Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

## **TITLE SCREEN**

Press START from the Title Screen to begin the game.

## **GAME SELECT**

Select from one of two options: Select Game and Credits. Press the Control Pad Up and Down to move the cursor between the two choices and the A Button to select one. The Credits leads to a list of the people who worked on this title and will return back to this Game Select screen.

Select Game leads the player to three options: YAHTZEE™,THE GAME OF LIFE®, and PAYDAY™. Players press the Control Pad Up and Down to move the cursor and the A Button to select a game.



Upon selecting a game, the player will be taken to that game's Title Screen.

## **GAME TITLE SCREEN**

The Game Title Screen shows the game that has been selected to play. Players can continue on to the Game Setup screens by pressing START or the A Button.

## **NUMBER OF PLAYERS SCREEN**

Here players can press the Control Pad Left and Right to move the cursor and the A Button to select the number of players (including computer-controlled players) they want in the game. Note: YAHTZEE™ has a one-player mode, but THE GAME OF LIFE® and PAYDAY™ must have at least two players.

## **PLAYER OPTIONS**

Player Options is where each player can be set to Human or Computer. When it is a player's turn, the person who just went will hand the Game Boy® Advance system over. Each player can also be set to Computer. If all players are set to Computer, the game will play itself without any buttons needing to be pressed.

Players can also choose which of the pictures they want to show up when it is their turn. In YAHTZEE™, players can choose from one of four different kids. In THE GAME OF LIFE®, players choose from one of six different colored cars, along with choosing whether they are a boy or a girl. In PAYDAY™, players choose from one of four different colored playing pieces.

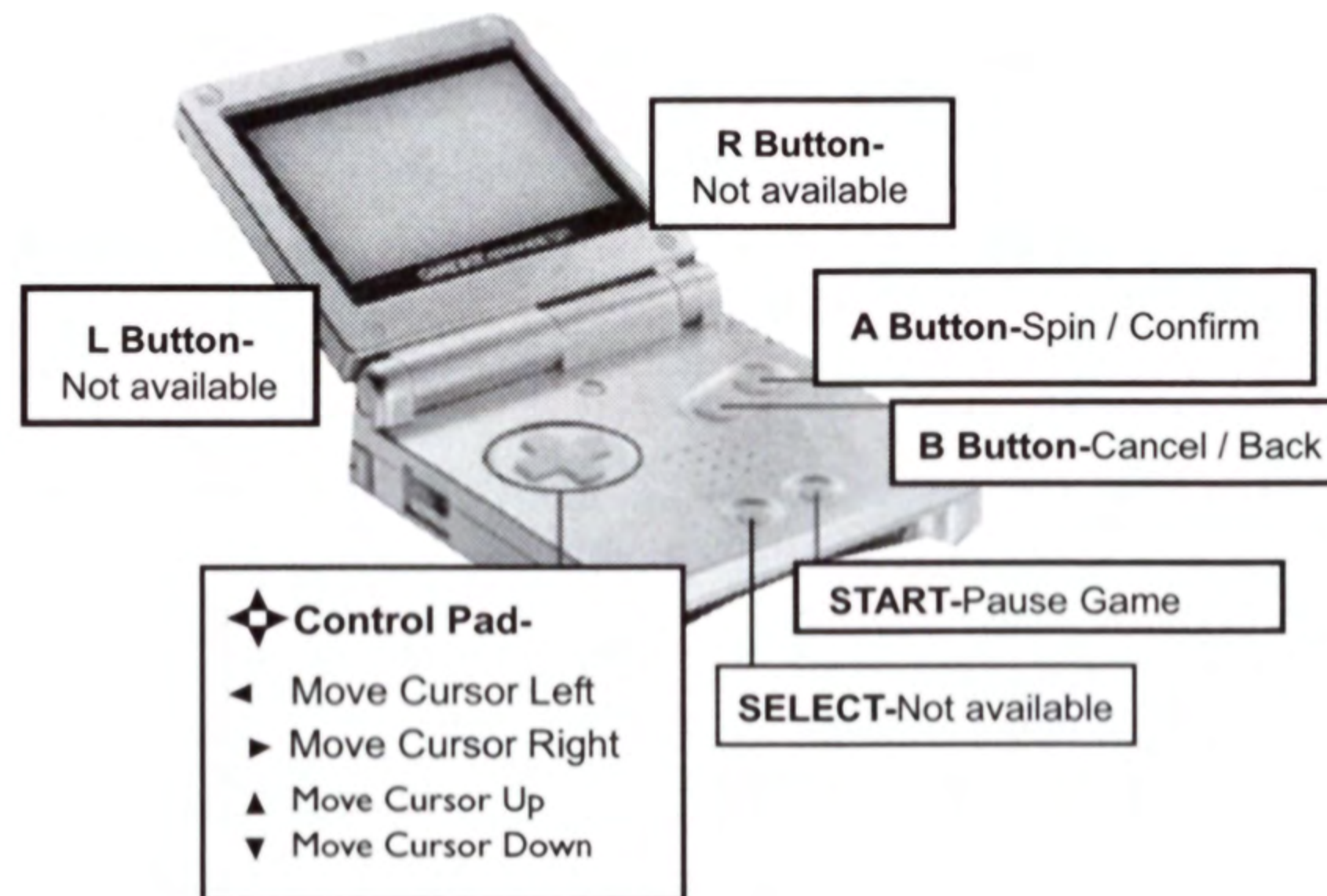


In YAHTZEE™ and THE GAME OF LIFE®, after each player has been set to Human or Computer and each one has had a picture selected, the game will begin. In PAYDAY™, players must choose how long they want the game to last from 1 to 6 months long. Note: a six month game with four players could take at least two hours to play.

## THE GAME OF LIFE®

THE GAME OF LIFE® is one of Hasbro's™ most classic titles. Players go from early adulthood, making important decisions about what to pursue, and then experience many of the pleasures and displeasures that life has to offer. Getting married, having kids, and owning a house are just some of the things players experience on their way to retirement. How much money can you make in the end?

## CONTROLS





## **RULES**

THE GAME OF LIFE® is a straightforward game. Players spin to see how far along the board they go, and occasionally have to make choices on which way to go. On the main screen, players can see how much money they currently have along with how many THE GAME OF LIFE® cards they have accumulated.

Players can access two sub-menus from the right side of the screen. One submenu allows the player to buy Home and Car Insurance, purchase Stock, and take out or pay back Loans. The other submenu shows the player information about their career, house, family, salary, and other information.

Any time an event comes up that requires the player to make a choice, they will use the Control Pad to select which choice they want and the A Button to confirm it.

## **CAREERS & SALARIES**

Every player in THE GAME OF LIFE® will eventually get a career. These careers will let the player collect money when other players land on spaces that deal with their chosen profession. There are also three careers that cannot be obtained unless the player first got a college degree: Doctor, Accountant, and Teacher. Finally, the Police Officer and the Accountant have special abilities, detailed below:

- The Police Officer has the special Speeding ability. Whenever a player is spinning for their movement and gets a 10, they must pay the player who is the Police Officer \$5000.

- If a player lands on the Taxes Due space and another player is an Accountant, the



money that would ordinarily go to the bank would actually go to the Accountant. If there is no Accountant, the money goes to the bank as it normally would. If the player who lands on Taxes Due IS the Accountant, that player does not have to pay upon landing on the space.

Players can also acquire a salary from \$20,000 to \$100,000 when they get a career. Note: the higher the salary is, the more players must pay if they land on a Taxes Due space.

## **SPOUSE & KIDS**

Early in the game, players will stop at the Get Married red space and will then have a new peg in their vehicle along with a spouse on their Family screen. The player also gets a THE GAME OF LIFE® card. Later players have a decent chance of landing on spaces that will give them children. These spaces come in three forms: a Boy, a Girl, and Twins. Each time a birth (or in one case, an adoption) happens, the player gets a THE GAME OF LIFE® card. Twins are always a boy and a girl.

## **BUYING A HOUSE**

Houses in THE GAME OF LIFE® are a necessity. When a player reaches the 'Buy a House' red space, they will stop and then be sent to the Card Choice screen selecting two cards at random. The player will then look at their two House cards in the Card Select screen and can choose which of the two houses they wish to buy. After purchasing a house, players are able to buy House Insurance.



## **NIGHT SCHOOL & TRADE SALARY**

Players who land on the Trade Salary spot have an opportunity to pay a \$20,000 fee to get a different career. Players will be prompted (via pop-up box) whether they wish to attend, and players will select yes or no. If players select yes, they are taken to the Card Choice screen and select two of the remaining careers at random. The player then is taken to the Card Select screen where they can choose either of the two new careers or keep their old career.

Players who select a new career would go through the same process for selecting a Salary from the existing salary cards. Like the Career, players can choose to keep their existing salary if they do not either of their choices.

Players who land on the Trade Salary spot may trade their existing salary for any other player's salary if they choose. Players will be taken to the Opponent Select screen where they will choose one of their (up to) three opponents or they can choose to keep their current salary. The opponent chosen will then receive the salary card that the player had. The Opponent screen will show many kinds of information that will assist the player in their decision.

## **BRANCHING PATHS**

At two points during the game, besides the very beginning, the path will take two branches. When the player is faced with this decision, they will see a menu that shows what space they would land on depending on the choice they made. The player will press the Control Pad Left and Right to move the cursor and press the A Button to select which path to take.



## **PAYDAY**

When players land on or pass over a Payday space, they collect the amount of money from their Salary Card from the bank. It is possible to collect two Paydays in a single turn if the player spins a high number in the right area.

## **INSURANCE, STOCKS, & LOANS**

Players can access the Money submenu by selecting the lower button on the right side bar. In this menu, players can purchase insurance for their car and home, purchase stock, and take out or pay back loans. Insurance is a way for the player to protect themselves should they land on a space that requires them to pay for damages to their car or home. Car insurance costs \$10,000, while the cost of House Insurance depends on the house purchased. Players cannot buy House Insurance until they own a house. Stock is a way for players to risk making some extra money by betting that a certain number, from 1 to 9, will be spun at the beginning of a player's turn.

If a player's stock number is spun, they receive \$10,000 from the bank. Players are only allowed to have a single piece of stock with one exception: there is a space which awards a piece of stock. This space allows a player to have two pieces of stock. Stock costs \$50,000 to purchase. Loans, much like in the real world, can save or break a player. Players can borrow in \$20,000 increments, but must pay back those loans with a 25% interest rate: \$25,000. Players who choose the College path at the beginning will also find themselves with a balance to pay off: \$40,000 worth of loans, which must be paid off with interest.



## **RETIREMENT**

When a player reaches the very end of the path, they reach Retirement. The player first must pay back all outstanding loans. Players then choose Millionaire Estates or Countryside Acres. (This is done via a pop-up menu.) If the player chooses Countryside Acres, they get a single THE GAME OF LIFE® card and they can no longer have LIFE cards stolen from them. If the player chooses Millionaire Estates, they do not get a THE GAME OF LIFE® card and are not protected from THE GAME OF LIFE® card thievery. However, they do have a chance to win four THE GAME OF LIFE® cards if they are the richest player to choose Millionaire Estates when all players have retired.

## **PAUSE SCREEN**

The pause screen gives players the options to quit their current game or resume the game in progress. It also will show the current amount each player has accumulated to that point.

## **WINNING**

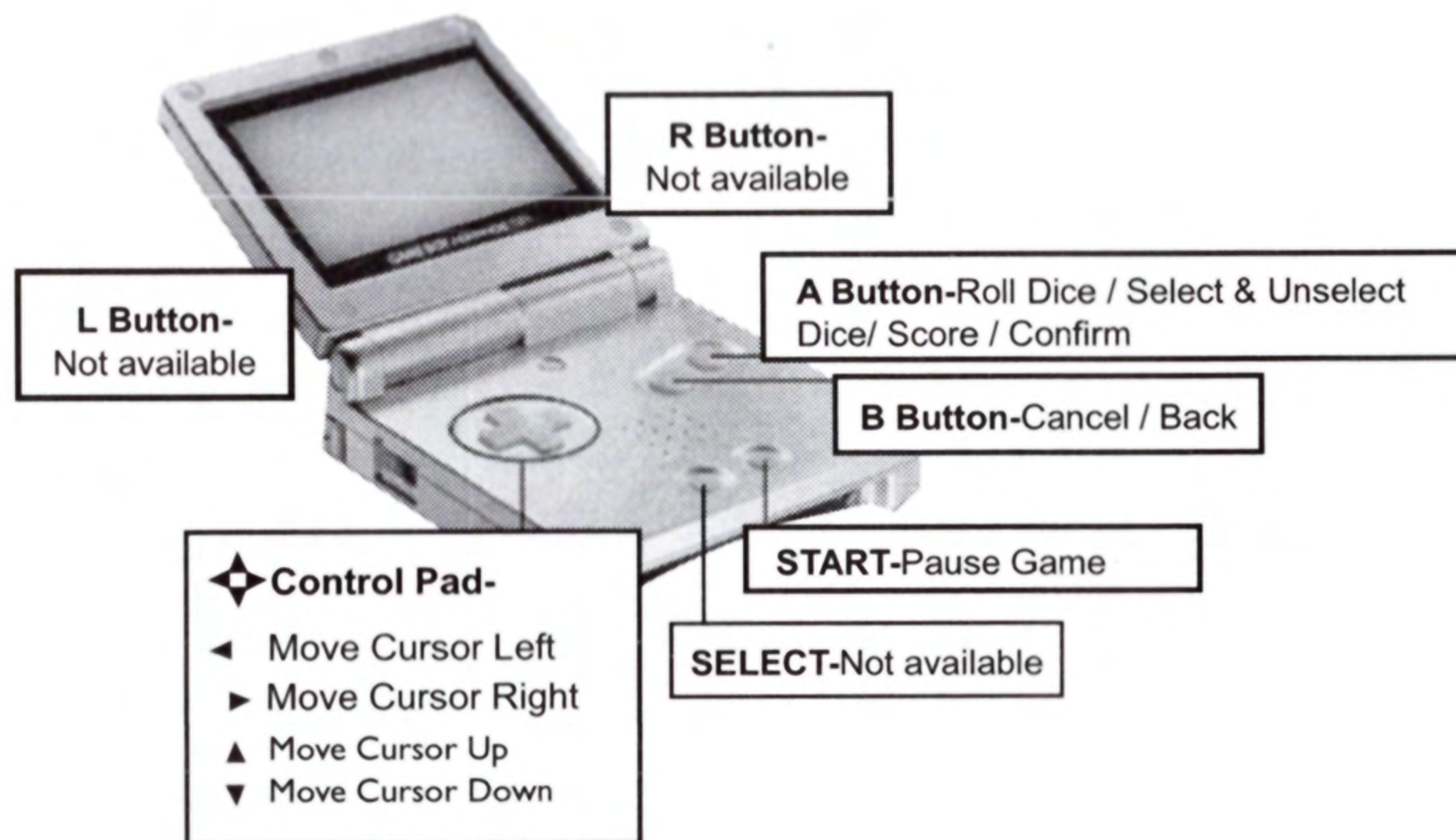
When all players reach retirement, each player's current cash on hand is counted and the player with the highest cash on hand who retired at Millionaire Estates gets four THE GAME OF LIFE® cards. If there is a tie, the cards will be distributed evenly. At this point, each player will reveal each of their THE GAME OF LIFE® cards. As each card has a value associated with it, each player's total value goes up with every card. A GAME OF LIFE® card will appear, and players hit the A Button to close it and the next one will appear until the player has gone through them all. When all players have gone through their THE GAME OF LIFE® cards, a game screen will show all players' new totals. The player with the most money at this point wins the entire game. A special screen will show the player who wins.



# YAHTZEE™

Playing the odds and rolling the dice, literally, are what the classic game of YAHTZEE™ is all about. Whether players decide to be safe or continue to go after the big payoff, YAHTZEE™ is always enjoyable and is a different game every time.

## CONTROLS



## RULES

The rules for YAHTZEE™ are simple. Players will roll five dice in order to get one of the scoring combinations listed in the 'Scores' section. After the first roll, players will decide which of the dice, if any, they want to keep and which they want to re-roll. Players may roll up to three times total.



If a player wants to score their dice before rolling three times or once they have rolled as many times as they can, the cursor will go to the scoring button. When the player selects this button, they will be taken to the scorecard where they can select an area to score.

Note: During a game, an area can be scored once and only once. Players must try to get each kind of score as they play the game. The game ends when the player's card is filled up. This happens after thirteen rounds of play.

## **SCORES**

### **Upper Section (1-6)**

In the 'Upper' section, which will be on the left, there are six categories labeled with a side of the die from one through six. To get a score, the player's dice must match the number of the category. The score is then calculated by how many of that number the player rolled added together. For instance, if after three rolls a player had rolled 'five' on four dice and the player selected the 'five' category, they would get  $5 \times 4$  points, or 20 points.

### **'3 of a Kind' & '4 of a Kind'**

'Three of a Kind' and 'Four of a Kind' are when the player has either three or four of the same number showing on their dice. The category is scored by adding the values of ALL FIVE dice including the number or numbers that do not match. For instance, if after three rolls, a player had rolled 'two' on four dice and then a six, the player would get  $(4 \times 2) + 6$  points, or 14 points.



## **Full House**

A full house, much like in poker, is three dice that have matching values, while the remaining pair of dice also has matching values. It does not matter what the numbers are as long as there are three of a kind and then a pair. A full house is always worth 25 points no matter what the numbers are.

## **Small Straight & Large Straight**

A straight is a sequence of numbers immediately in a row. The small straight represents four dice (1-4, 2-5, or 3-6) while the large straight represents five dice (1-5 and 2-6.). A small straight is worth 30 points and a large straight is worth 40 points.

## **Chance**

Chance is the scapegoat category. This category has no roll requirements and is simply scored by adding all the numbers together.

For instance, if after three rolls, a player had rolled a 'one,' two 'fours,' a 'five,' and a 'six,' and they did not want to use the pair of fours in the 'four' category, they could choose 'Chance' and gain  $1 + 4 + 4 + 5 + 6 = 20$  points.

## **YAHTZEE™**

YAHTZEE™, besides being the name of the game, is also the term for when all five dice have the same number. A Yahtzee counts as 50 points.



## **BONUS**

Players get a bonus of 35 points if they are able to get a total score of 63 points in the combined Upper score section. When the player fills the Upper section of the scorecard (which is the left side on the Game Boy® Advance version), the Bonus area on the bottom left will show a '35' if the player received the Bonus and a '0' if the player did not.

## **YAHTZEE™ BONUS**

If luck is on the player's side and the player is able to get a Yahtzee after already receiving a previous Yahtzee for 50 points, the player gains a Yahtzee Bonus. Every Yahtzee Bonus the player gets in a game is worth 100 points. Note: players can only get a Yahtzee bonus if they score the initial Yahtzee category as a 50.

## **JOKERS**

YAHTZEE™ has a special set of Joker rules that are in the game for when a player gets a Yahtzee, but the Yahtzee category has been filled. Note: it does not matter if the Yahtzee category was filled with a 0 or a 50. First, if the number of the Yahtzee corresponds to an open category in the Upper section, it must fill that section before it qualifies as a joker. For instance, if the player has rolled five 'ones' but does not have a score for the 'ones' category, the player must select that category for 5 points. If, however, the corresponding Upper section IS filled, the player can then select any category in the Lower section and automatically fill it. These categories include 3 of a Kind, 4 of a Kind, Full House, Small Straight, Large Straight, and Chance. All of these categories will score normally with either predetermined scores or the combined total of the dice.



## **PAUSE SCREEN**

The pause screen gives players the options to quit their current game or resume the game in progress. It also will show the current score of each player.

## **SINGLE PLAYER**

Single Player YAHTZEE™ is played exactly like regular YAHTZEE™ except that the player is not competing with another player or the computer. Instead, they are simply trying to get the best score they can.

## **WINNING**

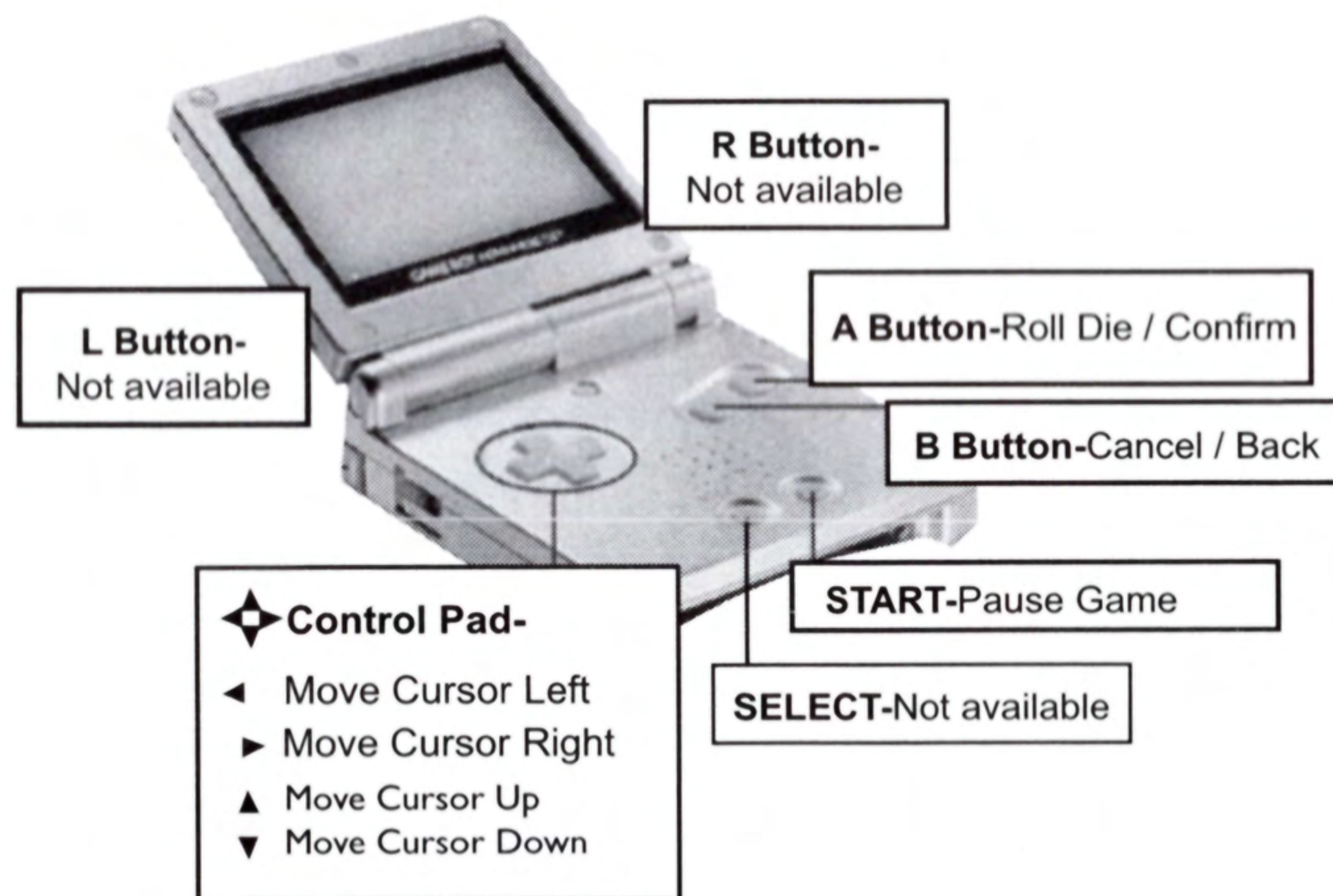
When the game is over, a Tally screen will appear and show each player's score. The player with the highest score is declared the winner. A Winner screen will appear showing the picture of the player who wins. The game then goes back to the Game Select screen.

## **PAYDAY™**

The classic game of greed, PAYDAY™ is about risking debt to make money. Players will have to decide exactly how far they are willing to go to get a big payout. Many players will enjoy the competitive spirit as they try to one-up each other through Events and Auctions in this classic from Hasbro™.



## CONTROLS



## RULES

Players in PAYDAY™ begin their turn by rolling a die. The player moves the number of days that the die shows, going in order from Sunday through Saturday then back to Sunday. While players move, they will encounter several kinds of spaces that will either give them potential deals, let them sell deals, or give them a random event which may or may not cost them money. During a player's turn, players can access two submenus. One will show the player their current deals and also their pending bills which will be paid upon reaching the Payday space. The other submenu allows the player to take out a loan. Players can take out a loan at any time during their turn, but can only pay back loans on PAYDAY™. Be careful as any loan you take out will be charged interest at least once before the game is over.



Players continue to move until they hit the end of the month which is Payday. After that, each player starts at the beginning of the month until they have gone through all the months they determined before the game. When all players have been through the game, a winner is declared.

## **MAIL SPACES**

Mail spaces are where a player will draw from one to three mail cards and depending on the type of mail it is, act now, act later, or do not act at all. If the player is not instructed to pay a bill right away, they will have to pay the bill when they hit Payday. This will be done for the player.

## **DEAL SPACES**

Deal spaces are where a player will draw a Deal card and decide whether they want to purchase the deal or pass. Players who purchase deals hope to sell the deal later on for more money. All deals also have a 'value' which shows what they would make for later selling the item. There is no limit to how many deals a player can have total, but they can only purchase one deal when they land on a Deal Space. Players can also take out loans to pay for a deal.

There are also Auction Deal Cards, where players who draw them will initiate an auction for a mystery deal. The players will only be given a starting bid amount and must take turns increasing the bid (in increments of \$100) or passing. Players can also take out a loan during this time in order to cover their pending purchase. When a player bids on an item and all other players pass, the auction is over, and the deal will be unveiled for the player who won.



## **FOUND A BUYER SPACES**

The Found a Buyer space is how a player who owns a Deal can make money. When the player lands here, they can choose one of their Deals to sell for a profit. Note: players can only sell one Deal at this time and must land on another Found a Buyer space to sell another Deal.

## **EVENT SPACES**

Players who land on one of the seven Event Spaces will find themselves facing one of many random events. These events usually involve at least one player gaining or losing money and sometimes will involve choosing another player for the event to affect as well.

## **BIRTHDAY SPACE**

When a player lands on this space, every other player gives them \$100. Happy Birthday!

## **YARD SALE**

The Yard Sale is a forced purchase of a Deal, but usually at a highly reduced cost. When a player lands here, they roll a die and pay \$100 times the number rolled. The player then owns the deal card that is on top.

## **LOTTERY SPACES**

The Lottery is a chance for all players who are willing to part with \$100 to win a larger prize: \$1000 plus \$100 per participant AND all that may be in the current Lottery bank which is where all the previous Lottery winnings go if no player wins them. Each player will be asked in turn if they wish to participate. If the player wishes to participate, they may also draw a new Lottery card from the



remaining stack which would replace their old one. When each player has confirmed whether they are playing or not, the white die and black die will be rolled. If the numbers that are rolled match any of the participating players' lottery cards, that player will get the current Lottery bank holdings. If no one wins, the money remains in the Lottery bank for the next Lottery. Note: the Lottery bank is separate from the Bonus.

## **BONUS**

The Bonus is not a space that the player will ever land on instead being a collection of money taken from various events in the game. The Bonus is awarded when players roll the white die for their next turn and roll the same number as what is currently on the black die. (The game begins with the black die on 'six.') The player then collects all of the Bonus money and can then set the black die to any number from one to six.

## **PAYDAY**

Landing on Payday is what this game is all about and therefore when you reach the Payday space you must stop. After the player stops, the following things will happen:

- **Get Paid** - The player is paid their monthly salary: \$3500.
- **Pay Loan Interest** - Players have no choice but to pay 10% interest on all of their current loans, even if they intend to pay them all off. As all loans are in increments of \$1000, the interest is always in increments of \$100. If the player cannot afford to pay this interest, they are allowed to take out a loan to cover it.
- **Pay Bills** - Players will see how much they currently owe due to bills and then the amount will come out of their account. If the player cannot afford to pay their



bills, they are allowed to take out a loan.

- Pay Off Loans - Players at this point can pay off part or all of their loans. A menu will appear with how much they currently owe on loans and then they can raise or lower the amount they want to pay back in \$1000 increments.

After the turn is over, the player no longer has any bills due and they will start their next turn on the START space at the beginning of the board. If this was the final month for a player, they will retire

## **RETIRE**

A player retires when they have gone through all the months that were designated. At this time, all Deals the player purchased but did not sell will be discarded. They have no value. Players who have retired are still involved in the game as they are still involved with Event Cards. They can still play the Lottery and also must pay if another player lands on Happy Birthday. As players cannot sell any further deals, they will not participate in auctions.

## **PAUSE SCREEN**

The pause screen gives players the options to quit their current game or resume the game in progress. It also will show the current amount each player has accumulated to that point.

## **WINNING**

When all players have reached the end of the game, each player will have their current amount of loans subtracted from their cash. This determines the player's final score which may or may not be positive.



A Tally screen will appear and show each player's final totals. The player with the most money is declared the winner. In the event that all players are in the negative, the player with the lowest debt wins. A Winner screen will appear showing the picture of the player who wins. The game then goes back to the Game Select screen.



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# NOTES



## NOTES



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